

Church of the One True God

The dominant religion of the mortal folk of Dolmenwood in modern times.

FACTION OVERVIEW

Origins in a Distant “Holy Land”

The Church of the One True God is not native to the Dolmenwood region, but originated in a distant “holy land” which is now the site of political strife and war. (The referee may select the exact geographical location of the holy land as befits the wider campaign setting.)

Monotheistic and Evangelical

According to Church doctrine, there exists but One True God—all other religions worship false deities, at best, and personifications of devils, at worst. The Church aims to convert all non-believers and bring them into the fold.

One God, Many Saints

Daily worship focuses on the pantheon of saints, rather than on the God Himself, who remains somewhat abstract. Each place of worship is therefore dedicated to a particular saint, whose blessings may be bestowed upon the faithful.

Supplanted Worship of the Wood Gods

In the early days of the Church in Dolmenwood, missionaries flooded the forest, drawn from far and wide to bring the Word of God to the heathen folk of the Wood. Pagan shrines in hamlets and villages were commandeered and converted into chapels venerating the saints of the Church, and a profusion of wayside shrines was established throughout the wilds of the forest.

Official Faith of the Duchy and Beyond

The Church is the officially sanctioned religion of the Duchy of Brackenwold and many kingdoms far beyond. The political clout of the Church is not to be underestimated—many a young prince is advised by a gaggle of condescending clerics, and many a devout duchess unquestioningly follows the holy edict of the Church. Such is the Church’s power—acting as counsellor and conduit of the Divine Word while relentlessly promoting its own agenda.

Military Might

The Church wields significant military power, though it prefers to only exert this force in tandem with the kings and nobles who support it. Nonetheless, should the need arise, the Church could muster a great army from the ranks of its crusaders, wardens, and sanctioned battalions.

Disappearing Shrines and Ebbing Power

Over the last century, the many wayside shrines of Dolmenwood have disappeared, due to the corrupting influence of Atanuwe. (The current locations of the shrines are shown on pXXX.) While most villages still maintain a church, the quaint gods and spirits of folklore play an increasingly important role in the minds of everyday folk.

The Ruined Abbey of St Clewyd

The capstone of the Church’s former power in Dolmenwood, the Abbey of St Clewyd, now lies in ruins (hex 0906), purportedly haunted by evil powers. All attempts to clear the ruins have failed.

Miracles and Magic

Only rare and blessed individuals within the Church (e.g. player character clerics or friars) can directly channel divine power in the form of clerical spells. (Such people may eventually become living saints, renowned for the miracles that occur in their wake.) High-ranking priests (e.g. the Bishop of Brackenwold, *p49*) can channel the power of God by performing elaborate rituals in holy places. The average rural vicar has no magical power.

THE CHURCH’S SCHEMES

Locate and Restore the Shrines

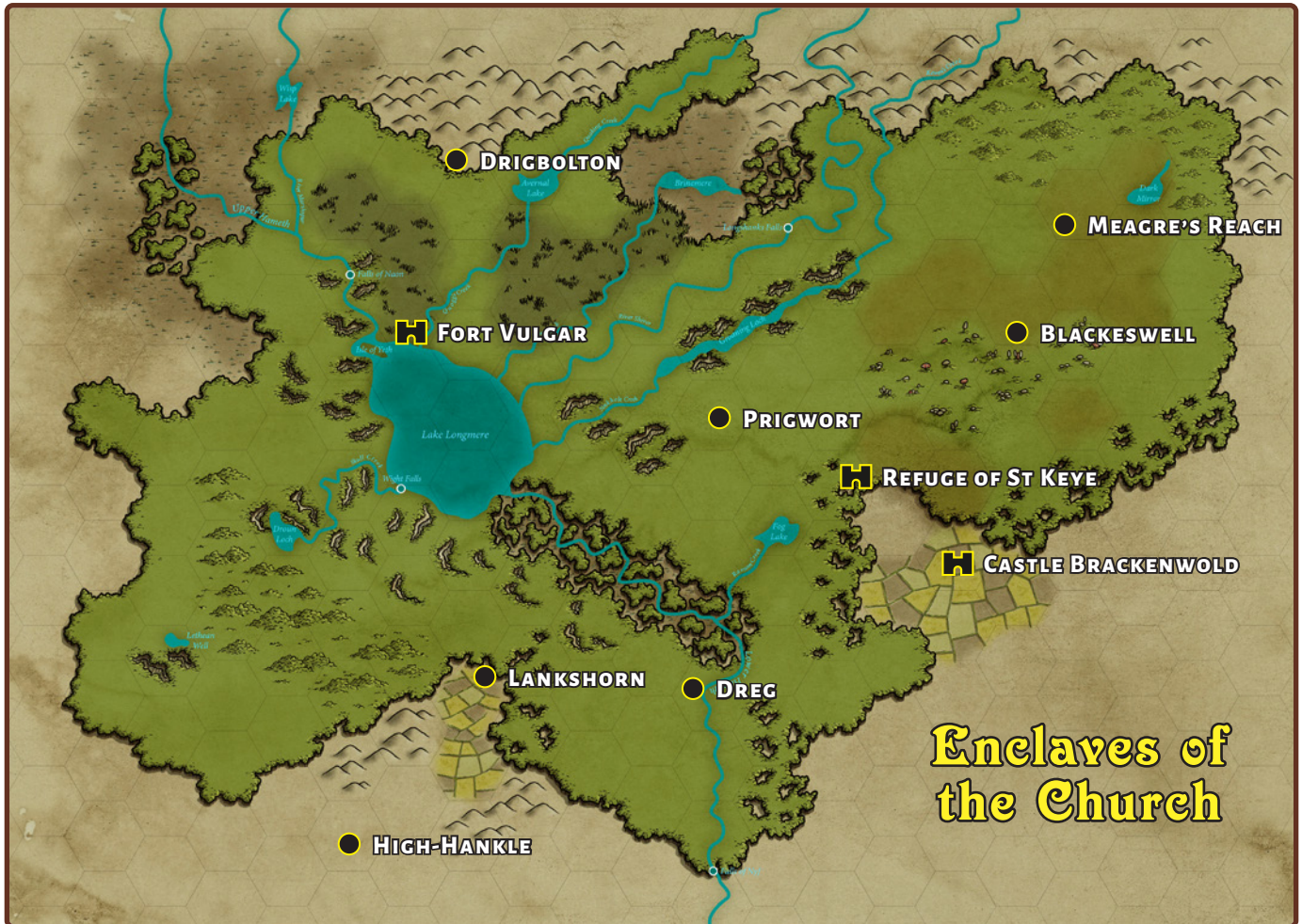
The Bishop of Brackenwold ardently seeks to locate and re-sanctify the vanished wayside shrines. The force behind the disappearance of the shrines is not currently known to the Church, though it is suspected to be of arcane origin. The Drune are the prime suspect.

Rebuild the Abbey of St Clewyd

The ultimate achievement of the restoration of the Church in Dolmenwood would be the reconstruction of the ruined Abbey of St Clewyd, in the heart of the Wood (hex 0906). The Church does not know true cause of the abbey’s destruction, but (rightly) suspect Atanuwe’s involvement.

Stamp out the Drune and the Witches

Under the authority of Bishop Sanguine, the Church has become ever more antagonistic toward the Drune and witches of Dolmenwood, perceiving both (somewhat inaccurately) as heathen religions. Current Church policy is to eradicate both sects, wherever they are encountered.



ENCLAVES OF THE CHURCH

High-Hankle (0512)

A cathedral dedicated to the three minor saints Esther, Hildace, and Ingrid.

Fort Vulgar (0604)

A chapel dedicated to the minor saint Dougan.

The Hamlet of Drigbolton (0702)

A small chapel dedicated to St Gretchen.

The Town of Lankshorn (0710)

An antique and elaborately adorned stone church dedicated to St Pastery.

The Town of Prigwort (1106)

A rambling church dedicated to St Waylaine.

The Village of Dreg (1110)

A mouldering, wooden, port-side shrine to St Wick.

The Refuge of St Keye (1307)

The only remaining monastery in Dolmenwood. Once a rest stop for pilgrims travelling to the Abbey of St Clewyd (hex 0906), the monks now cater to a more mundane clientele consisting of merchants, pedlars, and woodcutters.

Castle Brackenwold (1508)

The central administration of the Church in Dolmenwood. The mighty Cathedral of St Signis dominates the Inner City, while the Bishop's Palace and the Seminary of 100 Martyrs stand within the Ducal Keep, beside Castle Brackenwold itself.

The Village of Blackeswell (1604)

An impressive (and overly large, for the size of the village) church dedicated to St Gondyw.

The Village of Meagre's Reach (1703)

A small chapel dedicated to St Lillibeth.

MEMBERS AND ORGANISATION

Saints

The most exalted servants of the One True God, whose holy deeds have merited them a place at God's side. Upon death, the bodies, clothing, and possessions of such individuals are venerated as relics, and have magical potency. No living saint currently resides in Dolmenwood.

Feast days: The feast days of the 100 saints venerated in Dolmenwood are listed on the Dolmenwood Calendar (available as a free download from necroticgnome.com).

The Bishop of Brackenwold

The head of the Church within Dolmenwood is Bishop Sanguine, resident in Castle Brackenwold (hex 1508).

Clerical Orders

The Church's militaristic arm takes the form of three holy orders of warrior-priests who venture into dangerous realms to vanquish enemies of the Church.

The Order of St Faxis: The order of witch-hunters and inquisitors. Clerics of St Faxis follow an edict to root out and bring to justice unsanctioned practitioners of the occult in all their forms.

The Order of St Sedge: The order of crusaders; those who make holy war in lands where the law of the Church is contended.

The Order of St Signis: The order of Lichwards; those who watch over the dead and hunt revenant corpses and spirits which—in defiance of God—rise from the grave.

Priests

The mainstream of the Church, from lowly curates, through village priests, to the archbishops who determine the course of the Church across all the lands where it has dominion.

Monastics

Ascetics who live cloistered lives of prayer, fasting, and contemplation. In the present day, there is but a single monastery within Dolmenwood—the Refuge of St Keye, in hex 1307. Monastics are therefore seldom encountered by the everyday folk of the Wood.

Friars

Wandering ascetics who have vowed to leave the austere life of the cloister and take to a homeless existence on the road. Friars are tasked with bringing the good word of the One True God to the poor, downtrodden, and disease-ridden in borderlands at the edge of the civilised world (such as Dolmenwood). Friars maintain only a loose affiliation with the Church proper, being granted the fiat to carry out God's will as they see fit, without recourse to the ecclesiastical hierarchy. A large number of saints lived as friars.

THE 100 SAINTS OF DOLMENWOOD

d% Saint	d% Saint
01 <i>Abthius, ever-lustrous</i>	51 Joane the broken
02 Aeynid the impeccable	52 <i>Jorrael, God-friend</i>
03 Albert of the bleeding palm	53 Jubilant the chanter
04 Albrith the illuminator	54 <i>Keye the chronicler</i>
05 Apoplect the ever-roaming	55 Knock the steadfast
06 Baldric of the liminal eye	56 <i>Lillibeth of the sugared breath</i>
07 <i>Benester the right-believing</i>	57 Loame the sanctimonious
08 Bethany of Brackenwold	58 Lummo, soul-sooth
09 Calafredus the confessor	59 Maternis the sufferer
10 Cantius, God-fool	60 Medigor, mead-fast
11 Capernott the prophetess	61 Moribund the doorkeeper
12 Choad the mellifluous	62 Neblit the horrified
13 <i>Clewyd the refulgent</i>	63 Nuncy the wretched
14 Clister of the four winds	64 Offrid, oath-bearer
15 Clyde the right-minded	65 Pannard the lithe
16 Clyve the doleful	66 <i>Pastery, butter-monger</i>
17 <i>Cornice of the angels</i>	67 Philodeus the mighty
18 Craven the incontinent	68 Pious the plump
19 <i>Dank of the thorn</i>	69 Poltry of the wastes
20 Dextre the unbridled	70 <i>Ponch the prudent</i>
21 Dillage the blood-bearer	71 Primace the penitent
22 Dougan the incredulous	72 Primula the beneficent
23 Dullard the swift	73 Puriphon of the wick
24 Egbert the grim	74 <i>Quister, ever-loyal</i>
25 <i>Eggort the troglodyte</i>	75 Rhilma of the parched lip
26 Elephantine the scribe	76 Sabian the horn-bearer
27 <i>Elsa, balm-gusher</i>	77 Sanguine, fairy-bane
28 Esther of the orchard	78 <i>Sedge the unblemished</i>
29 <i>Faxis the penitent</i>	79 Shank the eagle-eyed
30 Flatius parchment-bearer	80 <i>Signis the silent</i>
31 <i>Foggarty of the cup</i>	81 Simone the withered
32 Fredulus the beheaded	82 Sortia, serpent-bane
33 <i>Galaunt the wonderworker</i>	83 Talambeth the ignitor
34 Gawain the goodly	84 Therese the young
35 Godfrey the chaste	85 <i>Thorm, faith-smith</i>
36 <i>Gondyw, converter of kings</i>	86 Thridgold the gallant
37 <i>Goodenough the hearty</i>	87 <i>Torphia of the solitudes</i>
38 <i>Gretchen the maiden</i>	88 Tumbel torch-bringer
39 <i>Gripe the forthright</i>	89 Vinicus, thrice hanged
40 Gwigh the unsleeping	90 Visyg of the canker
41 Habicus the lofty	91 <i>Waylaine of the sack</i>
42 <i>Hamfast, cloud-head</i>	92 Waylord of the brook
43 Hildace the hidden	93 <i>Whittery of the woods</i>
44 Hoargrime the vexed	94 <i>Wick the venerable</i>
45 Hodwich the unmercenary	95 Wilbranch of the weeping
46 <i>Hollyhock the jubilant</i>	96 Willibart, balm-tears
47 <i>Horace the puissant</i>	97 <i>Willofrith the wide</i>
48 <i>Howarth the accursed</i>	98 Woad the homefast
49 Howdych the tower	99 <i>Wort the benignant</i>
50 Ingrid of the bludgeon	00 Wynne of the scar

Major saints: The 34 major saints are listed in *italics*. The major saints are detailed in the *Dolmenwood Player's Book*.

Details of the Religion

The specifics of the Church of the One True God are deliberately left open, allowing it to act as a place-holder for an evangelistic monotheistic sect that exists in the wider campaign setting. In semi-historical campaigns, the real-world Catholic church is an easy match.

BISHOP JOSPHER SANGUINE

An elderly man with pasty skin, a bald pate, a hawkish nose, and penetrating eyes of pale blue. Dresses in episcopal purple finery, with a ruby-encrusted gold medallion. The bishop is famed for his great scholarly achievements and the far-sightedness of his political machinations. To be addressed as “Your Excellency”.

Demeanour (Neutral): Vainglorious, condescending, coldly zealous. His hatred of “heathens” (e.g. the Drune, the witches) clouds his reason. Has a habit of grinding his teeth while listening.

Speech: Erudite, sneering. Woldish, Liturgic, Old Woldish.

Desires: To restore the lost shrines of Dolmenwood and the dominance of the Church. To weaken or destroy the Drune. To eradicate the witches and the old gods.

Possessions: The *staff of temperance*—allows the wielder to perceive lies and to cast *quest* and *know alignment* once per week. The *elixir of St Eggort*—a 2’ decanter of eternally glowing liquid (emanates bright sunlight in a 120’ radius).

Servants: Several dozen assistants and librarians, several dozen servants.

Location: The Bishop’s Palace (**p88**) in Castle Brackenwold (hex 1508).

Combat stats: Normal human. Has the ability to cast clerical spells of up to 5th level by performing lengthy rituals in a specially consecrated sanctum.

TODO: NPC portrait

ABBOT NEDWYNNE HARGLE

A stiff, looming man in his late middle age, with a wide, rustic face and unruly grey hair. Dresses in the simple tan robes of a librarian. As abbot of the Seminary of 100 Martyrs, Hargle is responsible for overseeing the theological libraries and the training of new priests. To be addressed as “Father”.

Demeanour (Lawful): Sombre, kindly, intellectual. Ruffles his hair unconsciously.

Speech: Slow, soft, meandering. Woldish, Liturgic, Old Woldish.

Desires: Knowledge of the history and purpose of the Triple Compact (now all but forgotten to the Church). A quiet retirement in the country.

Servants: A dozen librarians, three personal servants.

Location: The Seminary of the 100 Martyrs (**p89**) in Castle Brackenwold (hex 1508).

Combat stats: Normal human. Has the ability to cast clerical spells of up to 4th level by performing lengthy rituals in a specially consecrated sanctum.

TODO: NPC portrait